

HAPPY  
BIRTHDAY,  
DRAC!



**SEGA**

# MONSTER BASH™

## THE VIDEO PARTY GAME THAT'S FUN FOR EVERY BODY

Happy Birthday, Doc... you're a mere 551 years old today. Many eerie returns! And look at that birthday present that Frankie and Wolfie gave you... a brand new SEGA MONSTER BASH video game for your Transylvanian cellar.

SEGA's new MONSTER BASH video game is full of spooky fun and frolic for all types of players.

There's Dracula and his Bats, Frankenstein and his Wolfmen, Chameleon Man and his Spiders. Use warp doors, jump zones, stuns and color-change spots to chase these notorious monsters through

creepy castles, haunted houses and ghoulish graveyards.

And there are Candles, a flashing Magic Sword and SuperZap. MONSTER BASH challenges players with an intriguing and skillful hunt-and-hide adventure unlike anything else.

### Convert-a-Game™

And to put the frosting on the cake, MONSTER BASH is a Convert-a-Game as well! For complete information, contact your authorized SEGA distributor today.

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# MONSTER BASH



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**MONSTER BASH** is a fascinating cartoon theme game featuring colorful graphics in three exciting scenes of hunt-and-hide adventure. Light-hearted, suspenseful music and audio sounds add to the fun, and heighten player interest and intrigue.

**DRACULA'S HOUSE** The player-hero of the game is **LITTLE RED**, a witty, red-headed boy who chases Dracula throughout his five-story haunted house. Up and down staircases and through Warp Doors leading to secret passageways, Little Red zaps defending bats while attempting to light candles in certain rooms. When a candle is lit a Magic Sword is energized with mystical powers. Little Red must touch the flashing Magic Sword to gain SuperZap power... only a SuperZap will defeat the sly Dracula.

**FRANKENSTEIN'S CASTLE** Little Red enters the eerie castle of the hulking Frankenstein. He pursues Frankenstein around his six-story castle while avoiding the fierce Wolfman. The bicky Wolfman can be zapped, but be careful, they can duck under the zap and attack Little Red. Fewer candles are now available to be lit. Warp doors to secret passageways can be used only when they flash. Special jump-down scenes allow

Little Red to jump down several levels at once, eliminating any Wolfman in the way as he descends, but Frankenstein can only be defeated with a SuperZap.

**CHAMELEON MAN'S GRAVEYARD** The greatest challenge yet... to dispatch the sneaky Chameleon Man and his horde of Spiders. Entering the spooky graveyard, Little Red finds that only one candle is available: air lighting which is found in a crypt guarded by giant Spiders. Chameleon Man changes his color to match that of the background and thus becomes invisible. Little Red must pass over one of the Color-Change Spots to change the background color making Chameleon Man visible again. Chameleon Man can do away with Little Red with a flick of his long tongue. Chameleon Man can only be done in with a SuperZap.

A unique feature is an optional play-continuation mode. This allows the player to continue play from the same point where he left off by inserting another coin(s) before a timer counts down.

For more information, contact your authorized SEGA distributor or the factory.



DRACULA'S HOUSE



FRANKENSTEIN'S CASTLE



CHAMELEON MAN'S GRAVEYARD

Table: 27-1/4" high, 29-3/8" deep,  
24-1/8" wide 160 lbs.

Upright: 71-7/8" high, 23-3/4" deep,  
25-3/8" wide 300 lbs.

# SEGA